

SPCTOR: Sensing-Policy Controller and OptimizeR

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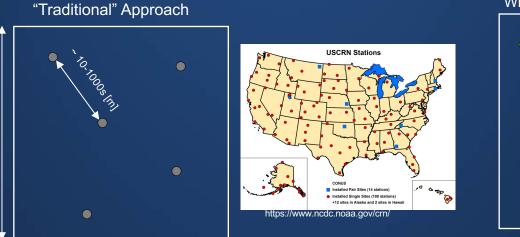
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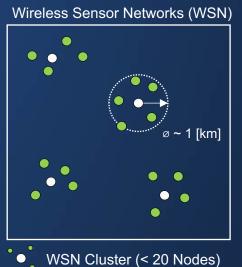
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Background:

- 1. Soil moisture is highly variable across the land-scape and in time.
- 2. Landscape heterogeneity is integrated within observation footprint.
- 3. Observation architectures for soil moisture need to be spatiotemporally adaptive.
- 4. Distributed wireless sensor networks (WSNs) will increase <u>representativeness</u>. Yet, traditional WSNs are "**static**."
 - Network deployment must consider different factors (topography, land cover, etc.)
 - Sensor networks that adequately measure heterogenous landscape soil moisture are currently limited

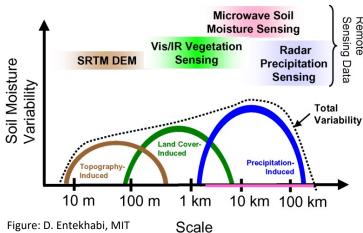


Single Soil Moisture station



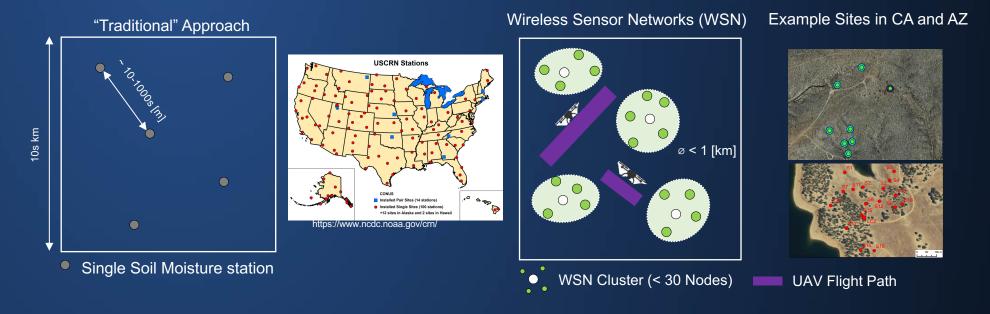






Technology Solution:

- 1. UAVs are mobile platforms which can "gap fill" (and complement) WSNs.
- Software Defined Radars (SDRadars) have reached a level of maturity that can map local soil moisture (100s [m])
- 3. The technical challenge is coordinating WSN and UAV-SDRadar operations.



Objective 1: Develop and demonstrate integrated operations between in-situ WSN and networks of UAV-SDRadars

Objective 2: UAV-SDRadar path planning and scheduling methods based on in-situ WSN soil moisture measurements

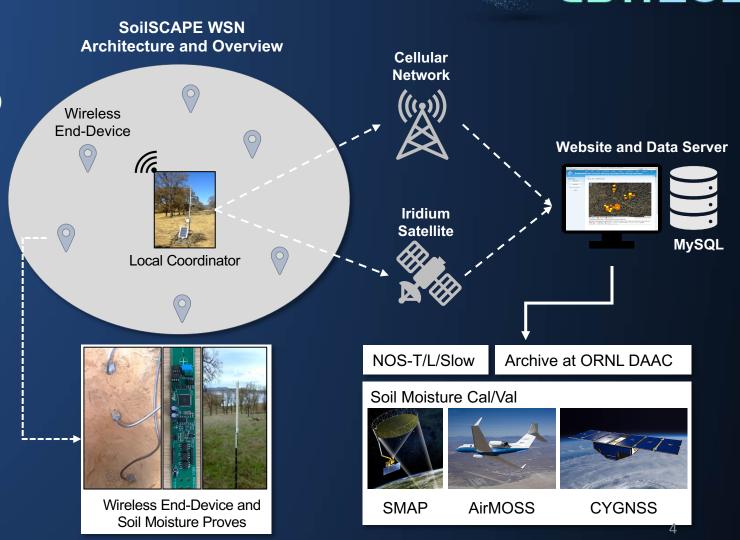
ESTÆ02I

SoilSCAPE Wireless Soil Moisture Sensor Networks (TRL-7)

USC METER

ESTRO2

- Clusters of medium-scale (~1 [km]) in situ (WSN)
- Measure and report near real-time surface-toroot zone soil moisture (top 5 [cm] – 100 [cm])
- SoilSCAPE primary objectives:
 - Advancement in low-power wireless sensing technologies
 - Ground truth soil moisture for NASA Earth Science missions
- Implementation
 - Custom made low-power "wireless dataloggers"
 - Wireless network commutation protocols and datadelivery via, e.g., Digi Xbee 900 MHz + 4G/Iridium



SPCTOR: SoilSCAPE + UAVs

- Custom interface board required to connect SoilSCAPE LC to UAV Manifold
 - Remote switch to power UAV on/off
- XML-like UAV config. file includes SDRadar setting and flight path (GPS way-points)
- Software configurable to handle two-way data and message passing between LC, UAV, and data server

Website and Data Server



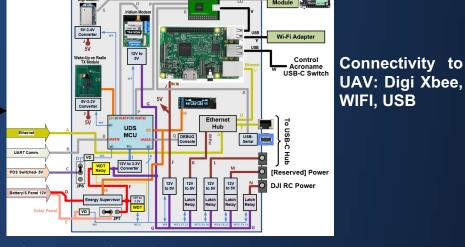
XML Config File.



SoilSCAPE WSN



Ethernet UART



LC-UAV Interface Board Includes Wakeup-on-Radio technology developed during prior AIST-16 project ESTÆ02I

Next Generation UAV-SDRadar sensor payload









Software Defined Radar



Embedded GPU (DJI Manifold 2 with Nvidia Jetson TX2 GPU)

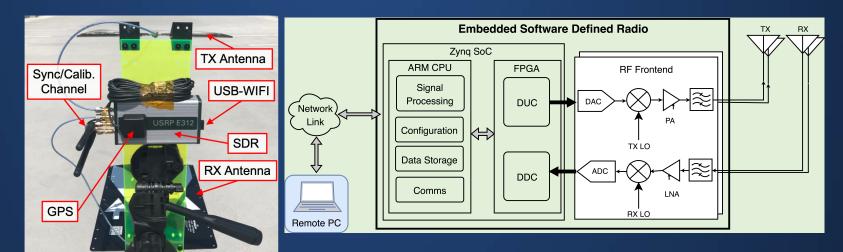


Remote Switch

SPCTOR: SoilSCAPE + UAVs

UAV with Software Defined Radar (SDRadar) Payload*

- Single radar sensor that can be deployed across a wide range of environments with different characteristics and requirements
- Small, low-cost, and highly flexible hardware platform
- Real-time configuration and control
- Potential to perform environmental monitoring tasks at higher spatial and temporal resolutions than space-borne counterparts and with larger area coverage than in-situ sensors



USC SDRadar prototype built using USRP E312 hardware



Next generation UAV-SDRadar sensor payload





TX2 GPU)

Radar

Intel Realsense Depth+Tracking Camera

Remote Power Switch

UAV Path Planning for Soil Moisture Mapping

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- In situ WSN soil moisture input to Gaussian Process Regression model to generate "uncertainty map", u_{ij}
 - o Soil moisture upscaling models have high confidence close to sensor nodes
 - Models degrade further away from sensor locations
- Mixed Integer Programming (MIP) to maximize UAV round-trip flight over soil moisture uncertainty map*

$$\max \sum_{i,j}^{N} u_{ij} \cdot x_{ij} \; ; \; x_{ij} \in \{0,1\}$$

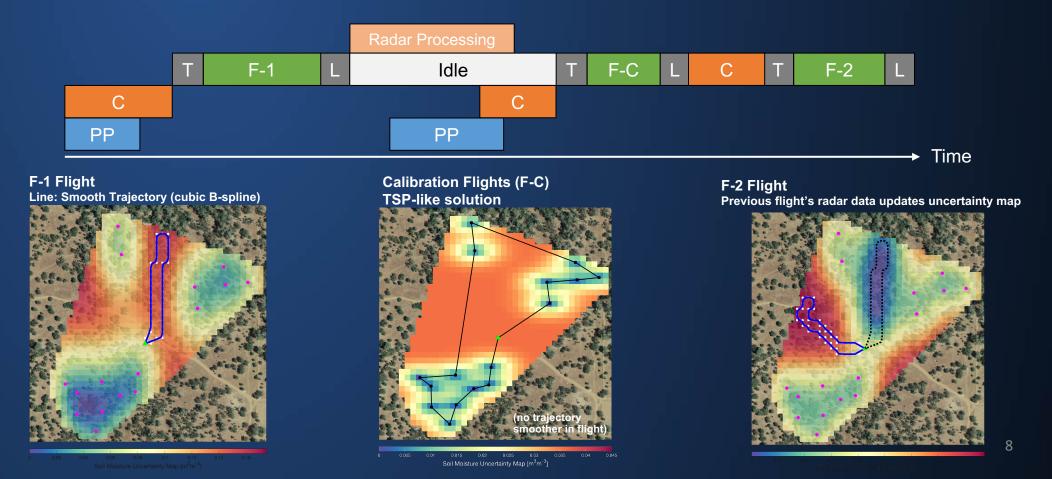
- Off-line MIP solver yields GPS ways points for UAV-SDRadar
- Can generate one or more distinct paths, e.g., TSP-like and VRP-like solutions
 - UAV range constraint by payload mass, and velocity by SDRadar settings (BW, range and azimuth resolutions)

Play button here:

UAV Path Planning for Soil Moisture Mapping "Activity Planning"

ESTR2021

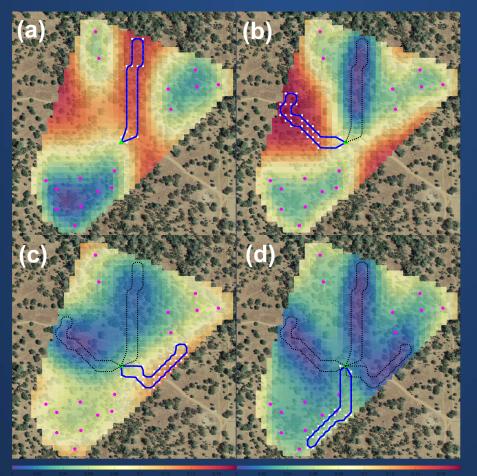
- Arrange daily activity "timeline" to execute UAV commands
- Charging (C), take-off and landing (T, L), Path Planning (PP), Flights (F-1), etc.
- Currently investigating optimization-based activity planning for multiple UAVs

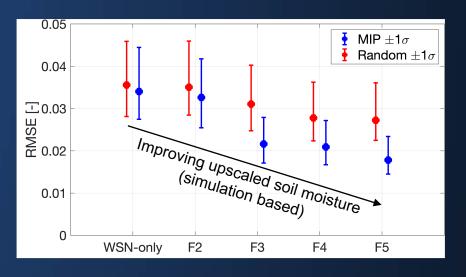


UAV Path Planning for Soil Moisture Mapping

"Recursive Soil Moisture Mapping"

- Improve upscaled soil moisture estimated by recursively flying UAV and mapping soil moisture
- Previous SDRadar soil moisture integrated into Gaussian Process Regression model to generate new flight paths





- Field activities planned for summer 2021
- Demo end-to-end path planning and UAV autonomous fights





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- NOS Testbed (NOS-T) Flood mapping Demo
 - Participated in developing NOS-T and feasibility demo as the "soil moisture node"
- Developing Near real-time upscaled soil moisture for NOS-Slow testbed expansion
- On-going/future contributions:
 - Integration of SoilSCAPE in situ WSNs in to NOS and real-time soil moisture delivery
 - SPCTOR + UAV flight planning and execution from NOS triggers

